FOR IMMEDIATE RELEASE - April 8th, 1997, Dallas, TX - DigiFX Interactive, Inc. announces its' latest video game, "MISSION TO NEXUS PRIME" and the companion CD, "RETURN TO NEXUS PRIME".

"MISSION TO NEXUS PRIME" is a Windows 95 and Macintosh real-time strategy game based on a original story by the Hugo Award winning and New York Times bestselling author, Timothy Zahn. Mr. Zahn's hugely successful STAR WARS(TM) and numerous other novels have won him worldwide acclaim. Nexus Prime will also include a novelette based on the game also written by Tim Zahn. "We are very excited about working with Tim. This is the first time he has agreed to work with anyone in the game industry says Lee Jacobson, Director of Product Development. "We feel confident that the 'Nexus Prime' saga will continue the storytelling excellence his fans all over the world have come to expect."

"MISSION TO NEXUS PRIME" contains unique gameplay with features not seen in other strategy games like; four types of dynamically changing terrain on which to battle your opponents; Desert, Arctic, Tropical and Volcanic. Earthquakes and lava eruptions which when triggered form entirely new terrain maps on the fly! Units and vehicles can fall through cracked ice, sink in quicksand and be crushed by falling meteors.

You'll search the ruins of advanced civilizations, seek out and destroy enemy patrols, rescue critically important allies, defend frontier bases, and face vicious air assaults.

Players must also combat the "the local" creatures which inhabit the world in addition to enemy units! Place units and vehicles in "hidden caverns" to ambush your opponents!

Unique visual model which allows the player to see the terrain but not your enemy!

30 different missions (15 each side) all ordered in a linear storyline written by Timothy Zahn!. Over 30 multi-player missions allow you to "team up" for 8 player cooperative play over a LAN or the Internet .

Full blown custom mission editor for designing your own levels to distribute to your friends! (edit everything!)

70 different unit types and twenty unique installations. Each rendered in full Super VGA 3D perspective using Lightwave 3D!

Also in development is the add on CD, "RETURN TO NEXUS PRIME". The first expansion CD for the "Nexus Prime" trilogy! Tim Zahn's story continues where the first

ended! The add-on CD will contain over 60 new single and multiplayer missions. “Return to Nexus Prime” also will include many new weapons, units and structures.

The "MISSION TO NEXUS PRIME" non-interactive is now available at all major game download sites, as well as DigiFX's web site located at www.digifx.net.

"MISSION TO NEXUS PRIME" will be available at all retail stores beginning Fall ‘97. DigiFX has not yet announced the publisher for the title. "Return to Nexus Prime" will be released for Christmas ‘97.

DigiFX Interactive, Inc. develops and publishes high quality and high content Internet and multi-player video games for the PC, Macintosh computer systems, Sony Playstation, Sega Saturn and Nintendo Ultra 64. Other games currently available are the award winning “Harvester”, “The Fortress of Dr. Radiaki” and “Command Adventures: STARSHIP”.

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